

**Atty. Dkt. No. 1-002 AMENDMENT**

Appl. No. 09/513,656  
Amdt. dated March 16, 2005  
Reply to Office Action of November 17, 2004

**Amendments to the Claims:**

This listing of claims will replace all prior versions of claims in the application:

**Listing of Claims:**

What is claimed is:

1. (Original) An amusement system comprising:  
a cartridge configured to store data representative of sound and to produce electrical signals representative of sound, where the cartridge includes memory, a processing system, programming executable by the processing system to produce electrical signals representative of sound from the data representative of sound, and at least one connector configured to releasably connect the cartridge to a player; and  
a player to receive electrical signals representative of sound from the cartridge and to produce sound vibrations from the received signals, where the player is configured to receive the cartridge and to releasably connect to the at least one connector of the cartridge, where the player further includes a transducer to produce the sound vibrations, and where the player includes controls configured to trigger the cartridge to produce electrical signals representative of sound and to transmit those signals to the transducer to produce sound vibrations, but where the player is devoid of a processor to process the electrical signals received from the cartridge.
2. (Original) The amusement system of claim 1 where the cartridge is devoid of a transducer to produce sound vibrations from the signals representative of sound.
3. (Original) The amusement system of claim 1 where the player includes a power supply configured to supply power to the cartridge when the cartridge is received by the player.
4. (Original) The amusement system of claim 1 where the memory, processing system, and programming of the cartridge are contained on a single chip.

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5. (Original) The amusement system of claim 1 where the cartridge is configured so that it has at least one side-to-side dimension, and where the largest side-to-side dimension of the cartridge is no more than 2 inches.
6. (Original) The amusement system of claim 1 where the player is configured so that it has at least one side-to-side dimension, and where the largest side-to-side dimension of the player is no more than 3 inches.
7. (Presently Amended) The amusement system of claim 1 where the player includes a fob-like structure to allow the cartridge to be clipped to clothing, clothing accessories, or other items.
8. (Presently Amended) The amusement system of claim 7 where the fob-like structure includes a loop to allow the cartridge to be clipped to clothing, clothing accessories, or other items.
9. (Presently Amended) The amusement system of claim 1 where the cartridge includes a fob-like structure to allow the cartridge to be clipped to clothing, clothing accessories, or other items.
10. (Original) The amusement system of claim 1 where the cartridge includes a structure configured to attach the cartridge to clothing and clothing accessories.
11. (Original) The amusement system of claim 1 further comprising at least one other cartridge, and where the player is configured to receive any one of the cartridges.
12. (Original) The amusement system of claim 1 where the cartridge includes a housing.

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13. (Presently Amended) The amusement system of claim ~~[[44]]~~ 12 further comprising art on the housing relating to the data stored by the cartridge.
14. (Original) The amusement system of claim 12 where the housing has a side-to-side dimension of less than 1 inch.
15. (Original) The amusement system of claim 1 where the data representative of sound is data representative of music.
16. (Original) The amusement system of claim 1 where the transducer is at least one 10 earphone.
17. (Original) The amusement system of claim 1 where the transducer is a speaker.
18. (Original) The amusement system of claim 1 where the transducer is configured for denta-mandibular sound transmission.
19. (Original) The amusement system of claim 1 further comprising a figurine associated with the player.
20. (Original) The amusement system of claim 1 where the player is configured to include a figurine.
21. (Original) The amusement system of claim 1 where the player is configured as a toy.
22. (Original) The amusement system of claim 1 where the cartridge is configured to store data representative of images and to produce electrical signals representative of images, and where the player includes an output adapted to display images from the signals representative of images received from the cartridge.

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23. (Original) The amusement system of claim 1 where the system is configured to 15 download signals representative of sound and to store the signals in the memory of the cartridge.
24. (Original) The amusement system of claim 1 where the system is configured to download analog signals representative of sound, to convert analog signals representative of sound to digital signals representative of sound, and to store the digital signals representative of sound in the memory of the cartridge.
25. (Original) The amusement system of claim 1 where the system is configured to download analog signals representative of sound from an audio jack.
26. (Cancelled).
27. (Presently Amended) An amusement cartridge comprising:  
a printed circuit board;  
a processing system associated with the printed circuit board to produce electrical signals representative of sound from the data representative of sound;  
memory associated with the printed circuit board configured to store both data representative of sound and programming executable by the processing system to produce the electrical signals representative of sound from the data representative of sound;  
at least one connector configured to allow the cartridge to releasably connect to a player, the player being devoid of a processing system but adapted to receive electrical signals representative of sound from said processing system associated with the printed circuit board of the cartridge and to produce sound vibrations from the received signals where a transducer to produce the sound vibrations, a battery or other power supply, and controls to trigger the processing system are provided on the player separate from the

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amusement cartridge and coupled thereto via said at least one connector with the electrical signals representative of sound from the cartridge being coupled there through; and

a housing for the printed circuit board, processing system and memory, where the housing has at least one side-to-side dimension, and where the largest side-to-side dimension of the housing is no more than 1 inch.

28. (Original) The amusement cartridge of claim 27 where the processing system and memory comprise a single chip.

29. (Cancelled).

30. (Cancelled).

31. (Cancelled).

32. (Cancelled).

33. (Cancelled).

34. (Cancelled).

35. (Cancelled).

36. (Cancelled).

37. (Cancelled).